<u>LockedMe.com – Virtual Key for Repositories</u>

The code for this project is hosted at https://github.com/AbhishekJha02/LockedMe.com/ The project is developed by Abhishek Kumar Jha.

Sprints planning

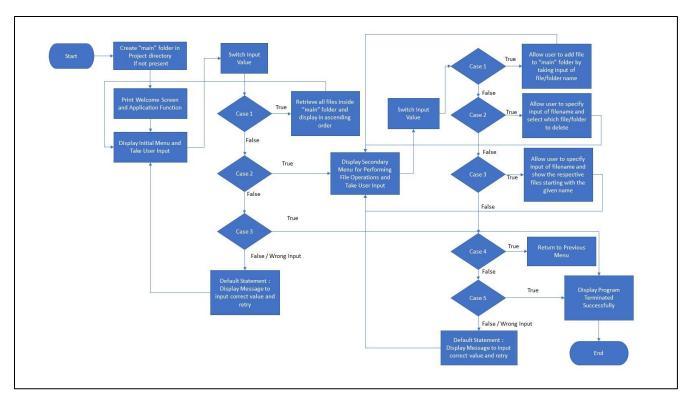
The project is planned to be completed in 1 sprint. Tasks assumed to be completed in the sprint are:

- Creating the flow of the application
- Initializing git repository to track changes as development progresses.
- Writing the Java program to fulfill the requirements of the project.
- Testing the Java program with different kinds of User input
- Pushing code to GitHub.
- Creating this specification document highlighting application capabilities, appearance, and user interactions.

Core concepts used in project

Collections framework, File Handling, Sorting, Flow Control, Recursion, Exception Handling, Streams API

Flow of the Application





Demonstrating the product capabilities, appearance, and user interactions

To demonstrate the product capabilities, below are the sub-sections configured to highlight appearance and user interactions for the project:

- 1 Creating the project in Eclipse
- Writing a program in Java for the entry point of the application (LockedMeMain.java)
- Writing a program in Java to display Menu options available for the user (MenuOptions.java)
- 4 Writing a program in Java to handle Menu options selected by user (HandleOptions.java)
- Writing a program in Java to perform the File operations as specified by user (FileOperations.java)
- 6 Pushing the code to GitHub repository

Pushing the code to GitHub repository

 Open your command prompt and navigate to the folder where you have created your files.

cd <folder path>

Initialize repository using the following command:

git init

Add all the files to your git repository using the following command:

git add.

• Commit the changes using the following command:

• Push the files to the folder you initially created using the following command:

```
git push -u origin master
```

Unique Selling Points of the Application

1. The application is designed to keep on running and taking user inputs even after exceptions occur. To terminate the application, appropriate option needs to be selected.

- 2. The application can take any file/folder name as input. Even if the user wants to create nested folder structure, user can specify the relative path, and the application takes care of creating the required folder structure.
- 3. User is also provided the option to write content if they want into the newly created file.
- 4. The application doesn't restrict user to specify the exact filename to search/delete file/folder. They can specify the starting input, and the program searches all files/folder starting with the value and displays it. The user is then provided the option to select all files or to select a specific index to delete.
- 5. The application also allows user to delete folders which are not empty.
- 6. The user is able to seamlessly switch between options or return to previous menu even after any required operation like adding, searching, deleting or retrieving of files is performed.
- 7. When the option to retrieve files in ascending order is selected, user is displayed with two options of viewing the files.
 - 7.1. Ascending order of folders first which have files sorted in them,
 - 7.2. Ascending order of all files and folders inside the "main" folder.
- 8. The application is designed with modularity in mind. Even if one wants to update the path, they can change it through the source code. Application has been developed keeping in mind that there should be very less "hardcoding" of data.

Conclusions

Further enhancements to the application can be made which may include:

- Conditions to check if user is allowed to delete the file or add the file at the specific locations.
- Asking user to verify if they really want to delete the selected directory if it's not empty.
- Retrieving files/folders by different criteria like Last Modified, Type, etc.

• Allowing user to append data to the file.